POCKET PENGUIN

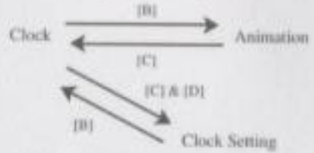
MODEL B-8

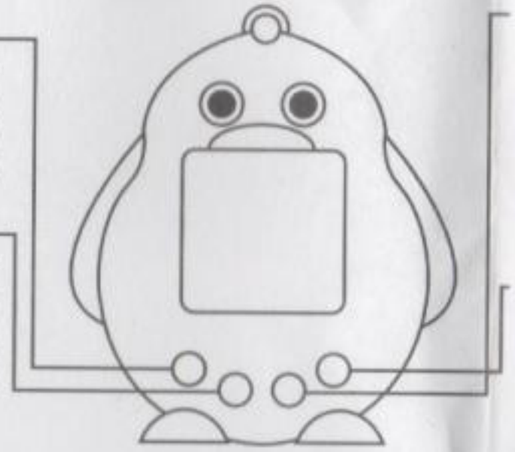
TO ACHIEVE BETTER GROWTH OF YOUR PENGUIN, PLEASE READ THIS INSTRUCTION MANUAL HANDY FOR FUTURE REFERENCE.

A: Basic principle of the game

For this "electronic pet" game, the player needs to nourish the penguin from egg to the old. During the nourishing process, player needs to take care the penguin very carefully in order to keep the penguin grow up properly. Otherwise, the penguin will mutate to other unknown animal or die.

B: Button Operation & Description





[A] Sound On / Off

You can use the button to toggle between sound-on status and sound-off status. During the sound-on status, a beep tone will be generated when you press the [A] button (i.e. toggle to the sound-off status)

[B] Esc / Clock Start

In Clock Setting Mode, this button is used to start the clock for running. Besides the Clock Setting Mode, "Electronic pet" will return to Animation Mode from all the other Mode immediately when the player presses this button.

[C] Enter / Set Min.

In Clock Setting Mode, the Minute information is advanced by one in each time of pressing this button.
In Animation Mode, the player can press this button to enter into the Clock Mode.
In Animation Mode with any Icon has been lighted on, the "electronic pet" will enter into different mode indicating by the Icon when the player presses this button.

[D] Select / Set Hour

In Clock Setting Mode, the Hour information is advanced by one in each time of pressing this button.
In Animation Mode, the player can select different mode to enter by pressing this button. If any mode has been selected, the corresponding Icon will be lighted on.

C. Clock and Clock Setting Mode

In Animation Mode, the player can press the button [C] to enter the Clock Mode. The Clock is 12-hour format with following display:

HH : MM
* SS
(*:AM or PM indicator)

If the player presses the button [C] & [D] at the same time in Clock Mode, it will enter into the Clock Setting Mode. In the Clock Setting Mode, the player can use button [C] or [D] to adjust the clock. (For details, please refer to **button operation & description**)
According to the clock, the "Penguin" will go to bed or wake up to walk around. The sleeping time for the "Penguin" is from 9:00pm to 8:59am.

D: Auto Power Off

If player does not press any key in 10 minutes' time, the unit will automatically turn off. The player can turn on the unit again by pressing any key. During the unit is off, it will turn on automatically if there is a warning for the player or the "Penguin" grow up to next stage.

E: Description of each icon

Icon	Mode	Function
With the Electronic Pet moving around the screen	Normal	Showing the current status of the "Penguin" and the outlook of the "Penguin" will change according to different stage or condition. Normally, the "Penguin" will move around the screen.

	Feeding	When the "Penguin" feel hungry, the player is required to feed the "Penguin". The player can select the "Fish" or "Candy" to feed the "Penguin".
	Lighting	The player can turn on or off the light in this mode. If the "Penguin" go to sleep, it is better to turn off the light in order to let the "Penguin" sleep well. If the light is turned off, the player cannot perform any function except the Lighting and Measurement mode.
	Cleaning	If "Penguin" release any excrement, the player is required to clean it. If the player select the cleaning for the "Penguin", a shower will start to clean the "Penguin" and the surrounding area.

	Curing	If the "Penguin" get sick, player is required to cure the "Penguin". The player can give the medicine to "Penguin" to eat in order to cure the "Penguin" in this mode.
	Playing	Just like the other pet, the player needs to play with the "Penguin" in order to let the "Penguin" feel happy. In the playing mode, the player is required to select a standing position for the "Penguin" by using the [D] button. Once the player confirm the position of the "Penguin" by pressing the [C] button, the fish will flow down. If the "Penguin" can get the fish, the "Penguin" win. The "Penguin" need to win 3 times out of 5 times in order to win the whole playing game.

Icon	Mode	Function
	Measurement	The player is required to check the current condition of the "Penguin" constantly. In measurement mode, it will show the age, weight, hungriness, happiness & discipline status of the "Penguin".
	Drill	In order to keep the "Penguin" be more discipline, the player need to train the "Penguin". But the training process can only perform in case of the "Penguin" willing to be trained.
	Hint Icon	A warning sign will give out if any condition of the "Penguin" is not good. For example, sick, release excrement, hungry & etc.

F: Game Over

If the player does not take care the "Penguin" well, the "Penguin" may die. Once the "Penguin" die, the game is over and the following graphic will be shown:

If the player wants to re-start the game again, the player needs to press the reset button. Then the game will start again. At the same time, the clock will be reset to 12:00am.

G: Hint

1) Remember to change the clock again after Reset in order to get a normal growth of Penguin.

2) If the player does not take care the "Penguin" for a long time the actual status of the "Penguin" may be hidden, and the player need to guess a right way to help the "Penguin. For example, if the "Penguin" is both illness and dirty, the "Penguin" will show either illness or dirty, but not both.

H: Penguin's Evolution Chart